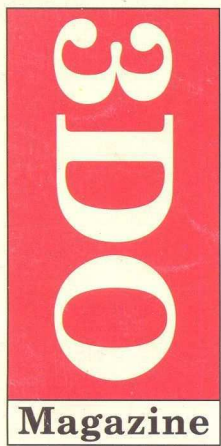


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3DOTM

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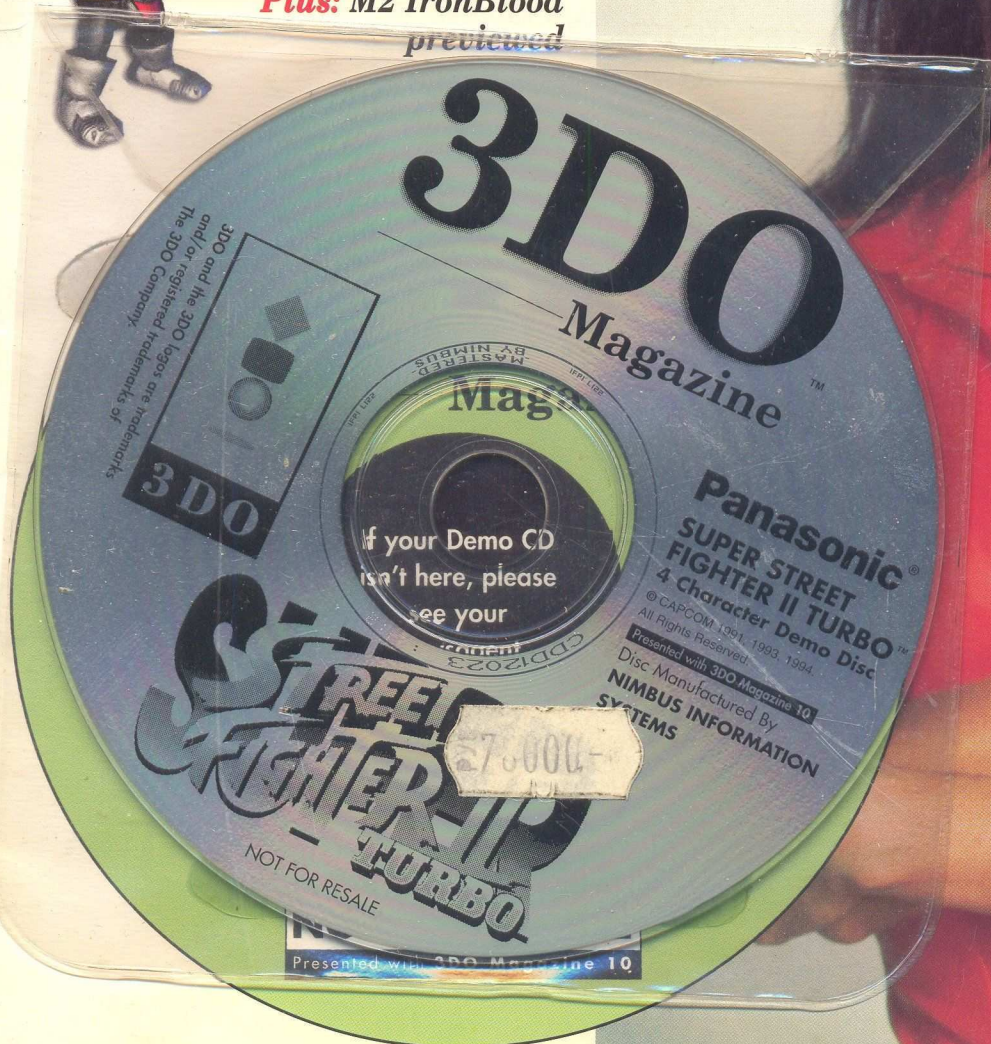
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Tracy Scoggins in *SnowJob*

Sleazy detective work with Studio 3DO



Also Reviewed:
Defcon 5, Johnny Bazoocatone and The Perfect General
Plus: *M2 IronBlood* previewed



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EDITOR
stuart spencer wynne
ssw@paragon.co.uk

DESIGNER/ASSIST. EDITOR
mark clive wynne
mcw@paragon.co.uk

AD MANAGER
keith williams
advertising@paragon.co.uk

SENIOR AD SALES
alan walton

AD PRODUCTION MANAGER
dave osborne

AD PRODUCTION CONTROLLERS
kim thomas/annabel inkpen
adprod@paragon.co.uk

MARKETING MANAGER
michael robinson
michaelr@paragon.co.uk

PRODUCTION MANAGER
jane hawkins

SYSTEMS MANAGER
alan russell

BUREAU MANAGER
chris rees

PRE-PRESS
ted dearburg/stuart taylor
steve gotobed

ART DIRECTOR
mark kendrick
m.kendrick@paragon.co.uk

MANAGING EDITOR
dave perry
dperry@paragon.co.uk

PRODUCTION DIRECTOR
graham prichard

INTERNATIONAL DIRECTOR
jean-luc janet

FINANCIAL DIRECTOR
trevor bedford
trevorb@paragon.co.uk

GROUP PUBLISHING DIRECTOR
pat kelly
patk@paragon.co.uk

JOINT MDS
richard monteiro
richardm@paragon.co.uk
di tavener
ditavener@paragon.co.uk

RECEPTION
marina simpson
& sarah cox

SUBSCRIPTIONS
© 01202 200200
fax: 01202 299955
subs@paragon.co.uk

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Take 2 tame M2 with *Ironblood...*

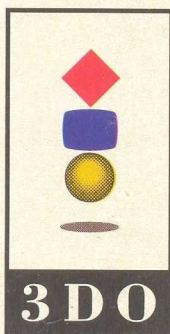


Kirin Entertainment declare war with *The Perfect General*.

3DO To Direct PC 3D

The 3DO Company has achieved yet another hugely important licensing deal for its M2 technology. Although Matsushita now owns M2, rights for applications such as PC graphics cards were sub licensed back to M2's creators. Its these rights which have now been licensed to Cirrus Logic, one of the world's largest manufacturers of PC graphics cards.

Ever more demanding graphics applications have created a hugely competitive market for 3D graphics cards. Diamond Edge and Creative Labs cards use an nVidia chip supported with Sega Saturn conversions, while Martin Marietta, designers of Sega's coin-op hardware, have their own Real3D system on the way. Arguably the most impressive card proposed so far is NEC's PowerVR Board, which enjoys the full support of Namco and promises arcade-perfect conversions of games such as Ridge Racer 2 for late '96.



Unlike Creative Labs' overpriced 3DOblaster, the new Cirrus card will not be 'a console on a card.' Instead, Cirrus are licensing M2's 3D engine for integration with their own controller technology. Rather than 3DO's OS, the card will run under Microsoft's Direct3D

boost 3D applications running Microsoft's Direct3D. The combined effort should produce the processing and acceleration capabilities required to support a new class of sophisticated Internet, games, education and business applications, giving users a quantum leap forward in their computing experience."

John Davies, director of Consumer Desktop Platform Marketing at mighty Intel, was no less enthusiastic: "The combination of 3D geometry processing by high-performance Intel micro-processors and 3D rendering by high-performance graphics accelerators, like those planned by Cirrus Logic, will make the PC the most compelling platform for next-generation 3D graphics." (A predictable statement given the M2 console uses Motorola's PowerPC CPU!)

Among games developers, Paul Neurath – president of Looking Glass, the company behind *Flight Unlimited* – commented, "Games designed to take advantage of Microsoft's Direct3D, Cirrus Logic's graphics technology and 3DO's advanced 3D rendering engine will elevate game playing to a new dimension."

Overall, the Cirrus deal serves as a powerful statement of 3DO and M2's technological leadership. Bobby Earle of Ocean noted that at 40% of finished power, a preproduction M2 had easily outpaced the PlayStation and Saturn. He expected the PC card to rival PowerVR for performance and exceed the performance of current arcade machines.

"Games designed to take advantage of Microsoft's Direct 3D, Cirrus Logic's graphics technology and 3DO's advanced rendering engine will elevate game playing to a new dimension." Paul Neurath, President, Looking Glass.

Cirrus Logic is a California-based company which was founded in 1984 and rapidly became a leading manufacturer of PC peripherals – net sales in '95 approached \$1 billion. Their cur-

rent range of graphics cards are regarded as the mass market workhouse of the PC market, commonly used as the core of PC development since they're so popular. Clearly though, the company is feeling the heat from the next generation of cards and M2 represents its own bid for 'arcade-perfect' performance.



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API – a de facto interface for most of the new cards. This means it can be used for the full range of PC functions, from Internet to 3D spreadsheets, rather than just games.

One indication of Cirrus's place in the market comes from the people lining up to praise it. Eric Engstrom, Microsoft's manager for the DirectX program which is revolutionising PC gaming, was first in line with congratulations. "We expect the partnership between Cirrus Logic and 3DO to provide products that will significantly

Mind The Gap

continued >

Despite all the hype surrounding PlayStation, Saturn and PC CD-ROM, the total games market actually declined by 10.8% in 1995, as measured by value – and Gallup. The CD market enjoyed explosive growth of over 200% but nevertheless this was easily outweighed by carts falling 35% and floppy discs

Sharam, UK Marketing Director Noel Dardis and European Marketing and Product Director Barry Jafrato. Sega claims the UK videogames market has halved from £500 million in 1993 to £250 million in 1995, with 1993 being the last year Sega Europe saw a profit. "Other firms are going through the same process as us," claimed Sega

Sony Interactive Entertainment four months ago, Olafsson finally left the company in January. His charismatic boss, Steve Race, has already gone and temporary replacement Martin Homlish has now been superseded by Shigeo Maruyama, an Executive Vice-President of Sony Japan. Maruyama is expected to impose tight Japanese oversight, regularly commuting between the two countries.

"We're definitely supporting M2 strongly and believe it will be an important format in the future." David Gardner European MD, Electronic Arts

Electronic Arts' European MD, David Gardner, insisted EA had grown against the trend of declining software sales. However he spoke for the entire industry with a particularly vivid metaphor: "I've never bungee jumped but I guess there must come a moment as you're plunging toward the earth when you think, 'I know I should spring back up any second now but there's just a chance I might not.' Well thankfully I think the cord's just gone taut and as an industry we're about to be flung back up. We're certainly not going to go splat."

29%. The market share leader was, in fact, the Mega Drive (25.6%), followed by PC CD-ROM (20.6%), SNES (17.4%), PlayStation (4.1%) and Saturn (1.6%). 3DO wasn't mentioned, but Gallup tends to under-represent the indies where the system is strongest.

Europe's CEO, Malcolm Miller.

"They're just not as big and are perhaps keeping it rather quiet."

One of the reasons behind the losses is the savagery of next generation competition and its primary architect wasn't immune to the aftermath either. Olaf Olafsson, a 33-year-old Sony management wizard, began the price-cutting war with the \$299 launch of the PlayStation. Although the system has gone on to sell 800,000 units Stateside, the Tokyo hierarchy had wanted a \$350 or \$400 pricepoint. After being suspended as head of

One of the factors Gardner cited in a potential recovery was M2. While uncertain it would have much impact in '96, he was fulsome in his praise for it: "We're definitely supporting it strongly and we believe M2 will be an important format in the industry."



Electronic Arts - hoping M2 will buck the decline in videogame sales monitored by Gallup.

Proof of the statistics came in the consequences. Distributors Leisuresoft went into administration, while Sega Europe lost some 50 employees, with similar reductions planned for mainland Europe. Among the redundancies are key executives such as MD Alan

Cover Disc Demo Instructions



Due to complications over getting a *SnowJob* demo approved by BBFC, we've sadly had to drop plans for it to appear on this issue. Filling in the gap is the world's only arcade-perfect home conversion of the world's best beat-'em-up, the incomparable 3DO *Super Street Fighter II Turbo*. It's a Japanese-language demo, so the joystick instructions aren't in English, and the audio hasn't been perfectly tweaked for PAL like the finished game, but with no less than four characters to play around with – Cammy, Chun Li, Ryu and Ken – I don't think anyone should complain.

The game uses the X/PLAY button to give a full six buttons for as near perfect, arcade-style control as possible. However, to get the most out of the game you really need a six-button joystick like



Panasonic's FZ-11JXP. Designed by Capcom, it feels absolutely brilliant and is amazingly cheap at just £29.95.

The complete game features no less than sixteen characters, plus the super secret Akuma, and won a

full five stars in the first issue of **3DO Magazine**. In Championship Mode you travel around the world, taking on every other character (and your double), each with their own beautifully drawn location, before a final confrontation with Akuma himself. There's also a comprehensive Versus Mode where two players can go head-to-head, challenging each other with any of the game's characters, changing them whenever they want while the game keeps track of the overall score. Our demo version doesn't have a Versus Mode, however if you play in Championship Mode and the second player presses fire then he or she can join in for a one-off battle as any one of the four characters on offer. □ ssw

3DO Magazine

Sega Snaps at Sony, N64 Delayed

After trailing Sony on price throughout '95, Sega has finally seized the initiative with a worldwide campaign of pricecuts – including a £50 reduction in the UK, taking the Saturn down to £249.99 for a 'trial' three week period beginning April 1st. It's a trial few people expect to end.

The Saturn was launched in the UK last July, but its £399 pricetag, a lack of quality software and PlayStation hype turned the surprise move into a marketing flop. Most consumers held on to their money until the PlayStation arrived at £299, forcing Sega to cut the Saturn's price accordingly. Now Sega are trying to turn the tables...

The first Saturn pricecuts came in Japan, where the machine actually leads the PlayStation in sales due to the enormous popularity of the *Virtua Fighter* coin-ops. A new, cream-coloured Saturn known as S1, boasting a more cost-effective internal architecture, helped Sega achieve a ¥20,000 pricepoint. It was expected America would follow suit when export S1s became available, but in fact Sega cut the price immediately. And the same has happened in Europe.

"We want to stimulate the market as a whole," claimed Andy Mee, Sega's

European Marketing Director, "this price-cut will ensure that both retailers and consumers realise that we are serious about our positioning of the Saturn."

Since no one was making money on hardware at the old prices, it puts even more of a burden on software sales. Sega do have an advantage in that all of the machine's best titles are made by Sega – so they get most of the royalties. Sony, by contrast, mainly relies on third parties – often forking over considerable resources for their privilege of their support with titles such as *Mortal Kombat 3* and *Doom*. Nevertheless, the Saturn is a very costly machine to produce even with re-engineering. The pricecuts thus represent a considerable gamble by Sega – especially if Nintendo64 and M2 were to cause enthusiasm for 32bit systems to evaporate by Xmas '96.

As it happens, Nintendo has its own problems with N64 now delayed until June release in Japan, with America to follow in September. Moreover, one of its principal arguments for the cart-only Nintendo64 was the high cost of a CD-based systems. Now Sega have matched the proposed price of the N64 exactly – and may drop the price further – the vast difference in cost

between CD games and cart ones will become uncomfortably apparent.

It's a problem which has been brutally underlined by the defection of Squaresoft – RPG specialists who've sold more SNES carts than anyone but Nintendo. Previously a Nintendo-only developer, Squaresoft had grown tetchy over unfinished N64 devkits – it sent them all back – before finally deciding carts simply couldn't handle their next generation RPGs. The split may also inflict a fatal blow on Nintendo's magneto-optical add-on, the Bulky Drive, designed for save/loading games too large for cart. Squaresoft have firmly backed CD as the future and the next *Final Fantasy* game will first appear on PlayStation. Similarly, the world's largest independent software publisher – EA – has revealed it plans for just a single N64 title, *FIFA*, which will not be exclusive despite Nintendo's preferences.

Overall, anyone hoping '96 would be any less confusing than '95 is bound to be disappointed. Competition will be ferocious as companies attempt to reignite the videogames market. M2's combination of N64-beating hardware specs and a CD-based software seems ideal, but Matsushita's commitment to spend \$300 million on worldwide marketing will definitely be needed.



Sega and Sony: gloves off for a bloody price war.

SNIPPETS

After the DTi and MMC investigations into the videogames industry came and went with many tabloid headlines, but little action, the European Commission has stepped into the fray. The wonderfully titled DG4C, an EC competition policy directorate, is said to be investigating the industry. DG4C's boss, Finn Lomholt, could "neither confirm nor deny" that an investigation was underway, but UK government sources confirmed the MMC report had been passed on to the EC. Quite what DG4C is up to is rather mysterious. The DTi and MMC reports are widely regarded as being superseded by events, such as the dramatic implosion of the 16bit cart market and the arrival of newcomer Sony, and by the time the EC take action we could be using 128bit MX machines with CDs replaced by networking.

Sega are to open the world's largest indoor theme park this August, with over £1 million worth of promotion, in dear old London. The latest Segaworld will occupy seven floors of the Trocadero and offer no less than six VR rides. The overall capacity is for 3,000 people with Sega expecting 1.75 million visitors in the first year, mostly consisting of tourists and families.

In A Tight Spot?

If your personal gaming zone is getting squeezed for space, consider the Premier Games Centre (£25) and Gamestation (£40). Designed, respectively, for front (FZ-1) and top-loading (FZ-10) consoles they

are the perfect match-makers for mating a 3DO console with a Calibre Pro-AV monitor and a Sony CSS-B100 or Logic 3 Screenbeat 50 Stereo speaker system. They can also be used with a small TV and are supplied flat-packed, requiring self-assembly. For more info, ☎ 01487 823684.



Surrounded By Canon

Although videogame surround sound remains almost the sole preserve of Electronic Arts, *Need For Speed* and *Wing Commander III* provide a powerful illustration of how it can enhance the gaming experience. The Dolby Pro-Logic system is also increasingly supported by high class TV series such as ER, NYPD Blue and Cracker, while movies have been using the system for decades. Canon have carved an enviable reputation for their speakers in this market, boasting Wide Dispersion Sound to maximise the effective listening area and discreet, low profile case designs. Now they've combined a complete, five-speaker surround sound set with a special slim-line amplifier for a stunning £499. Since the speakers alone would cost around £330, the amplifier is a bare bones system with no DSP effects and just two sources (such as a NICAM VCR and a 3DO system), but it allows you to turn off Pro-Logic – so you can play music through it – and overall it's a bargain. For more information, free phone ☎ 0800 616417.

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M2 Goes for Blood

Ironblood from Take 2

Want a state-of-the-art, ultra-realistic beat-'em-up to slice 'n' dice Tekken, Virtua Fighter et al? Take 2 have one planned for late '96. It's called **Ironblood**. Games designer Rick Hall goes on record both about the game and the superiority of M2's hardware.

A Question Of Specs

Rick Hall was recently questioned online about how M2 measured up to 3DO's claims. Below are edited highlights.

Is the M2 really 7-10 times more powerful than the PSX? 4 times the N64?

"Well, since the M2 hardware has only recently been available to developers for about a month, it's a little tough to make comparisons yet. Suffice it to say, all game platform manufacturers inflate their performance numbers in their advertising. 3DO does it. Sony does it. Nintendo does it. Sega does it. I'm sure there's some abstract, theoretical, bench marking algorithm that allows them to make that claim. For the sake of practical programming, say with the game *Ironblood*, my guess is that the 3DO M2 is at least 3-4 times faster than the Sony PlayStation. God only knows how it compares to the Ultra 64. Despite what Nintendo's ads say, I'm not aware of anyone having a legitimate game platform. The last I heard, their development platform consisted of an SGI Onyx system... It runs in the neighbourhood of a quarter of a million dollars. Hardly an accurate benchmark to judge the Ultra 64 on."

Can the M2 really do 700,000-1,000,000 polys per second? If not about how many?

"Again, under precisely the right conditions, I'd have to say... maybe. But theoretical limits are different than practical ones.

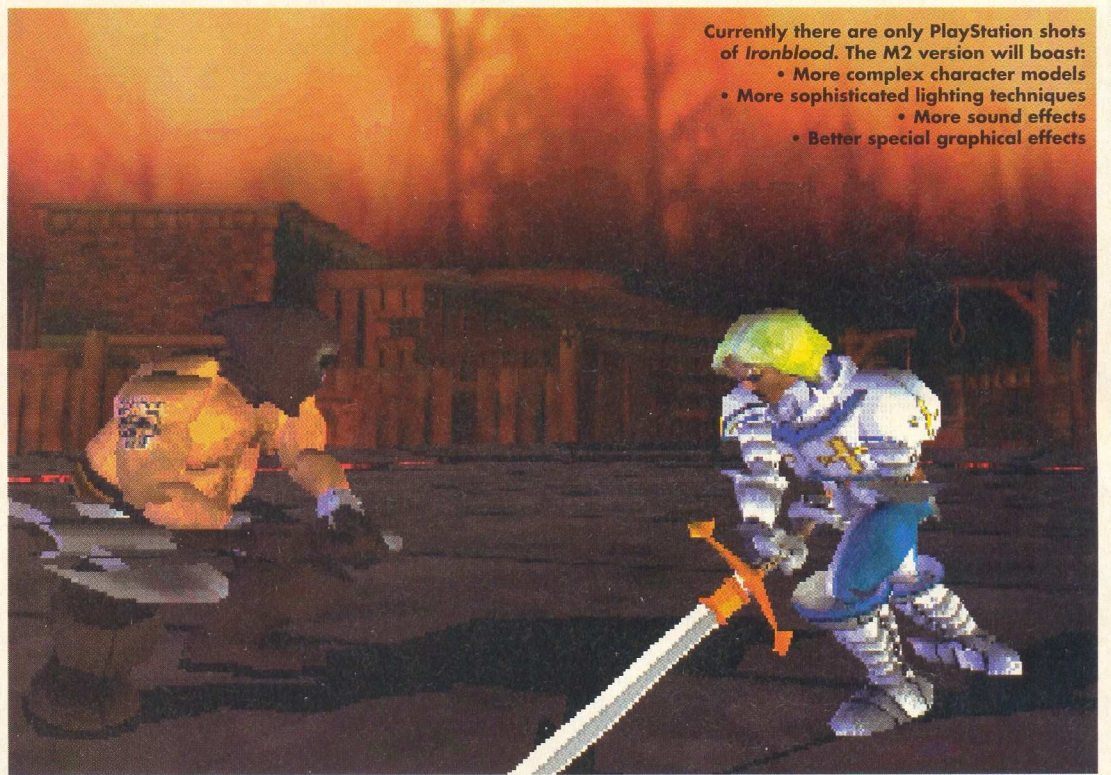
It's completely possible that somewhere, somebody could make it perform like that.

Under precisely the right conditions. That would, of course, assume no meaningless details like: collision detection, joystick polling, game AI, or other such useless programming. As a more realistic guess, leaving room for actual game programming, I'd say 350,000 to 500,000 is in the ballpark.

"Of course, if you watch the Internet message traffic, you'll see that the PlayStation only processes around 160,000 in practical applications. But before you get too jaded, take a look at some of their products. They look pretty darn good anyway. Far, far better performance than you could ever hope to achieve on a PC... even with a 3D board."

Would the M2 really be able to do games that look as good as those 'racing' and 'dungeon' demos? If not, how close could it come? And what from the demo can't it really do? Can the machine do games like that?

Probably. But the real question is... can the developers do them? That's an area you'll have to judge for yourself. 3DO provides the environment, but it's up to the developers to deliver a good, exciting, well programmed product. With talented people, stunning games like that are always possible. But if you don't see them, don't blame 3DO... blame us. The developers. Take my word for it: 3DO has already delivered on their end of the bargain. They have a great machine. It can do lots of neat things."



Currently there are only PlayStation shots of *Ironblood*. The M2 version will boast:

- More complex character models
- More sophisticated lighting techniques
- More sound effects
- Better special graphical effects

While Take 2 are best known for innovative adventures such as *Hell*, the games currently making all the headlines tend to be fast-action titles using as many of the new consoles' whizzy graphical effects as possible. And that's exactly what *Ironblood* is designed to be.

"Once the decision was made to avoid adventure games, the bosses let our team decide what kind of game we wanted," remembers Hall.

"We're all fighting game nuts, and it took all of ten minutes to agree that *that's* what we wanted to do."

As you'd expect, Take 2 are placing plenty of emphasis on realism - the Society for Creative Anachronism (who recreate ancient

battles as a hobby) performed medieval combat moves for motion capture. Besides convincingly portrayed battle-axe swinging and broadsword beheadings, there will also be various fantasy elements, including monsters and magical weapons. The scenario has the forces of order and chaos bat-

tling it out, the winners becoming immortals. Combat modes will include a campaign mode, where opponents pick teams for a series of one-on-one fights, as well as the normal head-to-head and computer opponent options.

There's to be no less than 20

characters in all, each consisting of several thousand texture-mapped polygons with on-the-fly Gouraud shading. There will be thousands of combat moves (around 50-60 per character), CD background music and 3D sound - although it's not clear whether this will use Dolby Surround or the QSound approach adopted by *SFII*.

MAJESTIC M2

Although other versions will follow, currently there are only two formats in production: PlayStation and M2. A Saturn version was considered, but rejected because the "extreme complexity of the machine" made it difficult to develop for and "sales figures weren't what everyone was hoping for." Ultra64 got nixed because of





Above, the M2 version will aim to blur the boundaries between pre-rendered into sequences (above and left), with in-game graphics (far left).

Nintendo's restrictive licensing and the "unbelievable" cost of the development system.

Sony's marketing for PlayStation made that an obvious choice, while the factors for M2 were that "it's a great machine... looks like it will sell well, and we've worked with 3DO in the past, with successful results... it's wasn't really a tough decision." Both it and the PlayStation version are due out this summer, which places considerable demands on Take2's development resources. "While you can technically consider *Ironblood M2* to be a port, we're treating the two almost like separate projects... with separate programming and art resources. As such, we can develop a few unique features for each version, taking advantage of each machine's strengths."

At this stage M2's "strengths" would appear to be overwhelming. "For one thing, with the M2's 3D processing capability, we can make characters that are far more complex than on other platforms, and still maintain a solid frame rate.

"Secondly, the M2 has lots of built in features for lighting, sound, texture mapping, shading and Z sorting that

are superior to previous machines. All of this will increase performance to the point that we'll be able to concentrate more on game play, hopefully giving the consumer more entertainment for his money."

Hall also had plenty of praise for M2's development kit. Although 3DO I's devkit is now the best around, at launch it was in poor shape and got blamed for slowing down games production. M2 is supposed to use an upgrade of 3DO I's system to make things a lot better. "Our opinion is that they've succeeded very well," Hall confirms. "Their devkit is powerful, well supported, intuitive, and they've given all of their developers the ability to easily customize it when necessary."

All of which should make *Ironblood* a mouth-watering prospect. Taking on the might of Japan's arcade industry might seem ambitious, but Hall isn't daunted. "At first, most people were sceptical. But after we showed them our design, they backed off. Now that the engine is under way, we're seeing plenty of confidence out there." □ ssw

•M2 *Ironblood* is due out in Winter.



Left, Ignatius Max, a halfling thief whose main weapon is his speed and size. At just four feet tall, he is immune to taller enemies' high attacks. As the game's fastest fighter, watch him for stunning acrobatic assaults and a sneaky backstab. Skillful players will make use of Iggy's special Stealth Attack and Magical Blinding Spell. There's also a Ring Of Transportation which may be obtained and used.



SnowJob

It's summer in New York City and the concrete jungle is boiling. A ruthless cocaine cartel is under investigation by beautiful Assistant DA, Lara Calabreze, already the word is out for a hit. Can a washed-up ex-cop really save her from a .357 retirement in Studio 3DO's sleazy *SnowJob*?

SnowJob
Publisher: Studio 3DO
 © TBA
Developer: Inhouse
Save Game: 6 Save slots
Price: £44.99
Available: April/May

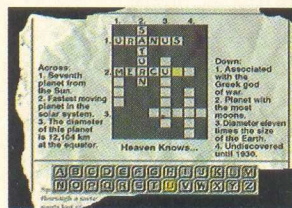
Jock Lamont and Lara Calabreze, right, in happier days. Subsequently, an unfortunate shooting incident killed a Hispanic couple and ended Jock's career with the NYPD.



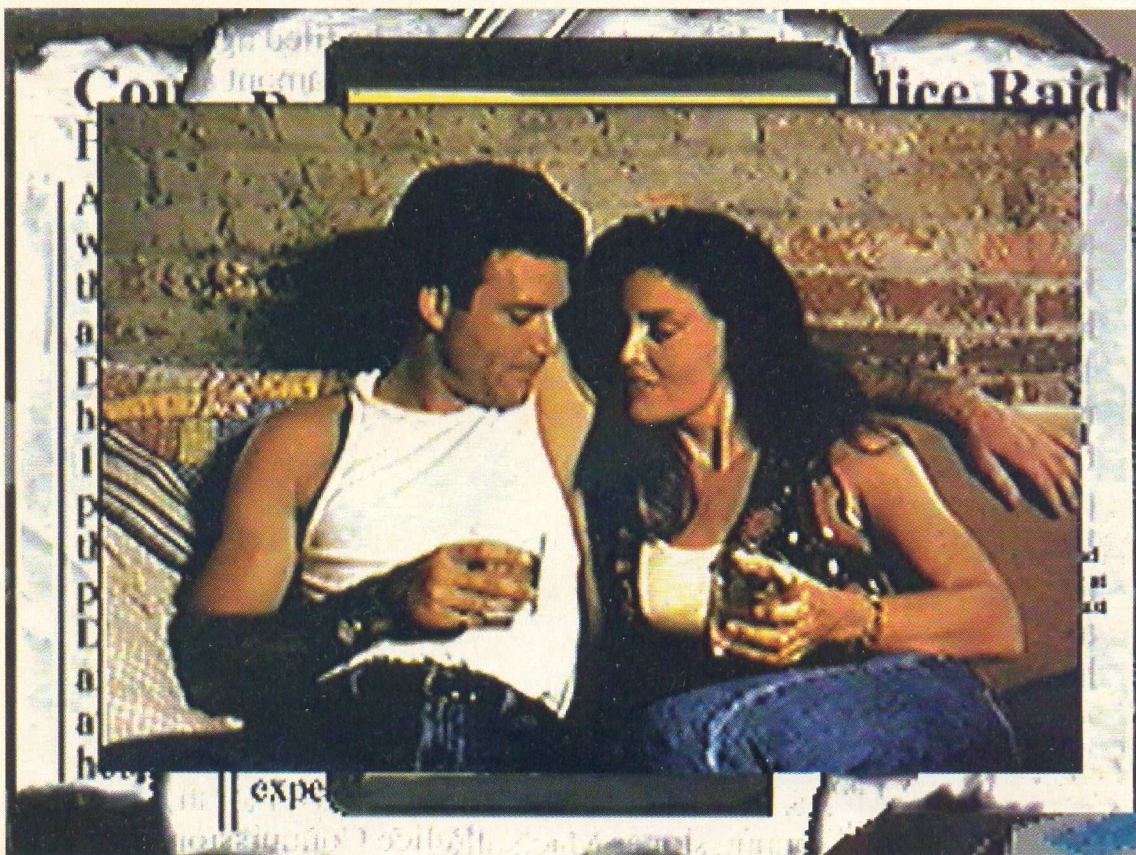
Above, visit the arcade for a game of this unusual *BreakOut* clone!



Surf the Internet for clues - there's even an 'online' help option which provides hints on various subjects if you get stuck in this sophisticated crime adventure.



Newspaper crosswords not only pass the time, but also contain clues to computer passwords.



Judging from the screenshots, *SnowJob* might seem like just another FMV adventure. In fact, the FMV is commendably brief and to the point, limited to a few key scenes and short interrogations. The main graphical flourish takes the form of digitised, fully 360° wraparound locations which you can explore by hand and eye - even zoom in for a closer look. At maximum zoom the graphics do pixellate, but for the most part the technique is a great success. Panning and zooming is amazingly fast, while moving into new locations takes minimal disc accessing. The link-age between scenes is also seamless - turn around and you can see exactly

where you came from. It's difficult to envisage anything which could more realistically present real-world environments this side of 128bit super computers. As you'd expect, interaction with the graphics is via a cursor which brightens or changes shape when a usable object is encountered. By using the Left Shift button you can Take, Use, Talk to or Look at people or objects. The genuinely photorealistic locations do pose a certain problem however, movement paths can be difficult to spot and the vast array of gizmos to manipulate is daunting. Persist and *SnowJob* is ultimately reminiscent of ambitious 8bit graphic

adventures, gluing together disparate perspectives to simulate reality. Click on the computer and you get a convincing Internet page - albeit with a cumbersome keyboard. Click on a newspaper and you're confronted with a screen full of text, complete with an option to try a crossword puzzle. There's even a game of *BreakOut* and 3D PhaserTag in the videogame arcade. Underneath all the 32bit presentation, there's a considerable amount of information to uncover, numerous gizmos to utilise and objects to find. Doing things in the right order and the right time is vital, but that's the nature of the plot - with its seven day deadline - rather than the usual FMV limitations.



"Click on a newspaper and you're confronted with a screen full of text, complete with a crossword puzzle. There's even a game of *BreakOut* and 3D PhaserTag in the videogame arcade."



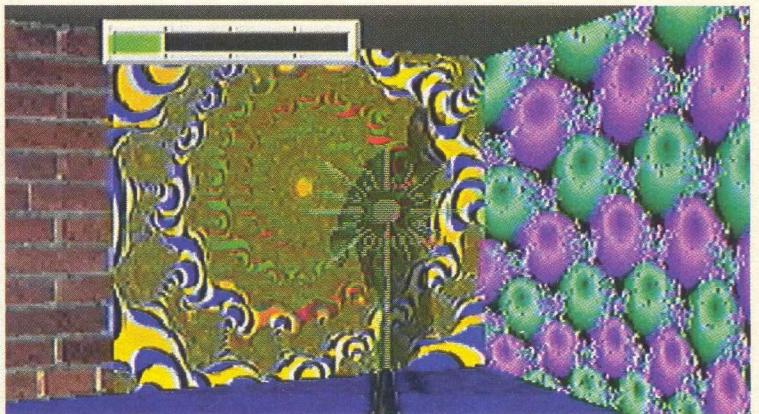
You never feel constricted by FMV in *SnowJob*, it's too well used to be annoying, the main challenge is simply making sense of the clues and, occasionally, the interface.

Aside from some clumsiness in buying and repairing objects, presentation is well thought out with six save slots to save into whenever you wish, an optional evaluation at the end of each day (informing you whether or not you've made any disastrous mistakes) and there's even an Internet hintline. Best of all you can turn off the appallingly weedy background music!

Another audio annoyance is Jock Lamont himself, his voice-over describing various objects and so forth is entirely soporific. In the flesh, though, he's an acceptable enough alter ego. Unsurprisingly, Tracy Scoggins is a far more forceful presence – while not entirely convincing as an Assistant DA, her line-readings are invariably lively.

While Jock could make the end of the world sound dull, Tracy gives every phrase a little twist. Other characters rather blend into the background – Jock's invalid partner Wires is something of a sidekick cliché and other players appear only briefly.

The plot itself is agreeably convoluted with the cocaine cartel wired into big business – hence the need for hacking around the Internet. The dialogue is lightly sprinkled with profanity to underline the adult subject – the colourful indignation of a drugs courier having to travel second class is genuinely amusing – and there's a realistic sleaziness about the locations. The stripjoint wouldn't cause any comment on evening TV, there's certainly no nudity, but the scantily clad dancers and general seediness adds to the atmosphere. Again, the humour comes through well: while questioning one stripper there's an option to ask when she learnt to count – not rec-



Top, playing Phaser Tag in the arcade uses a fullblown 3D engine. While gameplay is brief and simplistic, the same engine provides for some fun mazes later on.



Above left, trailing one suspect takes you on a tour of the Big Apple – including Times Square. Below, questioning one of the employees at Bull's Bar – remember it's business!



Above, a map of New York City lets you move between locations.



Note how the zoom feature lets you examine the stripjoint for vital clues...



Below, drug courier Dusty re-evaluates her career choices.



ommended if you don't want the bartender to take a baseball bat to you!

Overall, the sex and drugs and violence is the lightest of realistic patinas on this innovative adventure. Despite the 15 rating, it's difficult to see anyone who could master the interface being offended by the content. In a way that's a shame. Philip's *Voyeur* is considerably inferior as a game, but its stylish, European sleaziness was unsettling and provocative in a way *SnowJob* never approaches. There certainly isn't any doubt Jock's name will be cleared by the end. Nevertheless, with such a paucity of adventures on 3DO *SnowJob* is certain to be a big hit with fans of the genre. More generally speaking, the originality and ambition of this intriguing adventure earn it a hearty recommendation for those with the patience to see it through. □ ssw

3DO Magazine rating: ★★★★★

Johnny Bazookatone

In a genre dominated by a single, one year old lizard called *Gex*, US Gold should have found little difficulty in introducing a high quality rival for platformer starved 3DO owners. But whilst *Johnny Bazookatone* has plenty of fizz (and hype), question marks hang over gameplay.

Johnny Bazookatone

Publisher: US Gold

© 0121 6061800

Developer: Arc Developments

Save Game: Password save

Price: £39.99

Available: Now

An impressive boss demands some intense firepower to be defeated. The huge, modelled characters are genuinely unique, but tend to display repetitive animation routines.



Snapping dogs provide end of level drama for Johnny.



Top rock star Johnny, who's brought the whole damned world together with his uplifting pop in true Michael Jackson fashion, has lost his favourite guitar. The thief in question is none other than the Devil, bizarrely engaged on a quest to rid the world of love and peace by poaching pop stars from across the globe. Johnny bravely sets off with a replacement guitar to look for the horned trouble maker and retrieve his instrument of pleasure.

At first sight, *Johnny* is reminiscent of the 3DO's seminal 32bit platformer, *Gex*. Johnny himself is another computer-rendered creation, boasting hundreds of frames of animation for a huge range of moves which will have you flipping through the instruction

manual even on the first level. The enemy sprites aren't quite as impressive, they lack *Gex's* effortless blend of charm and menace, but are still impressive and the bigger monsters are technically stunning. Leaving aside the odd theming of hell's levels (prisons, hospitals and discos perhaps, but hotels and ballrooms?), the backgrounds are fine, more often than not packed with colourful details and nicely lighting up when Johnny's electric gun guitar releases a firebolt.

The competent visuals aren't matched by gameplay, however. Collecting notes for power-ups and health whilst jumping and bashing the baddies - *Johnny* is a distinctly familiar experience. Sadly, the feel is closer to *Zool* than *Mario* or *Sonic*, almost entirely lacking the variety and refinement which distinguishes the Japanese heavy hitters. Level design is essentially

bland, with very little to actually 'do', save jump and shoot the baddies. Exceptions to the rule include a furiously fast mining car section, taken straight from *Donkey Kong Country*, some non-linear sections where you have to work out your own route through and, every few levels, a suitably impressive mega sized meanie. These could've compensated for the blandness of most levels but for one disastrous flaw...

Given that even the best platformer normally requires some pixel-perfect leaping from time to time, pixel-perfect collision detection is the first commandment of any decent platformer. It's a commandment *Johnny* breaks so often as to thoroughly deserve his visit to Old Nick's abode. The sprites just don't seem to 'fit' with the kill zone that surrounds them and you can often die without being visibly touched. One of the most vivid, and annoying examples



"Johnny refers to every great platformer, but fails to add up to the sum of its many parts. It's certainly got flashes of eye-catching inspiration... but is easily outclassed by Gex..."



Another big, garish boss, above, to be dispatched.

Left and below left, more freaky enemies defending their patches.



The fast-scrolling mine car level provides a welcome break in the platforming action.

of the surreal collision detection is trying to negotiate the branches of the graveyard trees. Is a branch real, or is it merely background art? Johnny doesn't even provide a satisfyingly energetic leap, laden down with his guitar gun he makes a rather sullen, low hop entirely lacking in comparison with the satisfying bounds of the superfit *Mario*, *Sonic* and *Gex*.

The guitar gun itself is an okay idea, but shooting non-stop in a platforming game inevitably reduces the platforming content – it becomes bothersome to jump anywhere when most baddies can simply be blasted. Games like *Gex* and *Yoshi's Island* use projectile weapons as brief treats, but realised the folly of simply letting you keep weaponry permanently. And if *Johnny* wanted to be a platforming-blaster akin to *Super Turricon* or *Probotector*, it needed to provide more hardware and better

armed opponents. Again, the game borrows good ideas but just implements them badly.

Ultimately, *Johnny* refers to every great platformer available, but fails to add up to the sum of its many parts. It's certainly got flashes of eye-catching inspiration, but as a pure platformer it's easily outclassed by *Gex* while *Phoenix 3* gorily outspatters it in the blasting platforming category. Depressingly, most of the faults of *Johnny* could have been easily addressed in the play testing stage, when a few simple suggestions could have transformed playability. Despite the hype, gloss and (reasonable) hip soundtrack, *Johnny Bazookatone* is, in playability terms, painfully tone deaf and only the most hardened platform addicts will gain much joy from it. □ mcw

3DO Magazine rating: ★★

BEHIND THE SCENES

The UK's first 32bit platformer was dreamt up over two years ago. Designed from the ground-up for the emerging superconsoles, it was obvious stunning graphics and awesome music were essential. No less than eight months were spent considering how best to present the game. Everything from hand-drawn sprites to claymation were considered, before computer rendering was eventually selected.

To handle the huge quantity of 3D modelling, developers Arc invested in a monstrous Silicon Graphics Challenge system, equipped with two CPUs, a half gig of memory and a comprehensive *Wavefront* software suite. Company director Paul Walker headed up the design effort and, with fellow artist David Purcell, neither slept much for the eighteen months it took to produce an enormous range of bizarre graphics.

The emphasis on graphics placed heavy demands on map designers Rick Corless and Patrick Toner – rather than one team taking the lead, both maps and graphics evolved hand-in-hand. Walker is obviously proud of the finished graphics: "Unlike *Gex*, which looks relatively conventional – and you have to play quite far to see anything new – our game is very different from the start, there's a real arcade look and lots of 3D effects."

One of the game's most ambitious elements is the integration of 3D rendered objects as interactive objects within a 2D game. To allow Johnny to jump, climb and shoot such objects, an invisible 2D map is overlaid on top of the SGI graphics. The complexity of such an approach placed a heavy demand on RAM so, besides spooling off background music, the CD is also used to stream in gamecode as the level progresses.

While the Saturn and PlayStation versions have slightly more 3D effects than the 3DO, their inflexible memory systems gave the 3DO an edge in sprite design. While rival platforms make do with 128x128 pixel graphics, the 3DO manages 200x200 and even 256x256 creatures.

Leigh Davies was in charge of programming the 3DO version with coding beginning over a year ago. The finished game runs at 16-30 frames per second, depending on the level, and is just one of a range of Arc 3DO games currently in development. While most remain shrouded in secrecy, a new version of *World Cup Golf* with an enhanced interface and new courses is already nearing completion. Clearly, we're going to hear a lot more about Arc in the future!

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The Perfect

Judging by the dour, recently released PC sequel, *The Perfect General* was once a very conventional strategy game. Unfortunately, Kirin decided what the 3DO conversion should be was a comical war game, with hysterically overacted FMV clips, SGI-rendered cartoons and cutesy soldiers. War was never supposed be like this...

The Perfect General

Publisher: Kirin Entertainment
© TBA

Developer: In-house

Save Game: 3 Save slots

Price: £39.99

Available: Now

Factories provide a lucrative source of income and, at the end of each turn, you can spend it on new units. Huge tank battalions add security, but ordering them about only emphasises the clumsiness of the control interface.



Don't laugh, your moniker is Alexander T. Winston and you're supposed to lead your yoghurt-pot men to conquer Canolia, Marapos and Dominia. Each territory has five scenarios which must be played through in order.



Fun SGI animation sequences make you wonder why in-game graphics are so appallingly banal.



Suspension of disbelief is an important concept for a strategy game. When your battleground of mysterious valleys and treacherous mountains looks like a blotched table cloth, when your hi-tech battalions resemble squashed ants and artillery barrages suggest jam splodges accompanied by maracas – well, let's say a lively imagination is important. Most strategy games open with grimly realistic pictures of real world battlefields, setting the scene for the in-depth strategy to come, but not *The Perfect General*...

The opening FMV sequence is a bravura display of visual imagination;

blue tanks zoom down highways like F1 racers on holiday. Huge pink tanks leap out to squash the opposition in true Pythonesque fashion. Lengthy loading times are accompanied by a rubbery tank gulping down fuel. Unfortunately, the FMV encoding is appallingly glitchy and, well, *The Perfect General* simply isn't about speeding tanks and wacky, cartoon combat. It would be great if it were, a Monty Python strategy game sounds irresistible, but it simply isn't. All the FMV does is highlight the crudity of in-game graphics. Flat, hieroglyphic and almost monochromatic, they make *Panzer General's* finely detailed icons

look like *Need For Speed*. Add in the gesticulations of painfully bad actors – the worst since *Crash 'N Burn* – as bizarre reward sequences and you've a game quite painful to behold.

Actual gameplay is probably designed as a relatively simple introduction to the genre. There's no attempt at *Panzer Generals* authenticity; there's a light tank, a medium tank and a heavy tank – and that's what they're called. In all there's just ten unit types, including three types of artillery, riflemen, bazooka-equipped troops and bridge-building engineers. This simplicity might seem to justify some light-hearted presentation, but the user

General



Above, choosing your extraordinarily cheap combat units (\$12 for a tank? more like \$1.2 million!).



Comprehensive options allow for you to choose between a full view or partial (hiding unseen units), vary the game length and set a handicap if playing in two-player mode.



Bonus Game: Perfect General Units
Kirin's flair for cartoony FMV make you wonder if a horrible mistake was made in relegating this to the bonus game category. Essentially a clone of Hudsonsoft's hugely popular Bomberman concept, it has players scuttling about a static screen trying to blow each other up. Players start with relatively slow tanks that can drop just one mine at a time - which explodes in four directions, blowing away the soft rock which initially separates players. Power-ups make mines more powerful, speed-up movement, allow for more mines to be dropped at a time, offer temporary invisibility and even upgrade your tank. An armoured car has an automatic speed-up, while a heavy tank actually has a working gun.

Of course to really enjoy Bomberman, you need at least four players and that always held it back on other systems as multi-taps usually cost as much as the game itself. The 3DO system, by contrast, allows for up to eight joypads to be daisy-chained and this is probably the first game to exploit it (FIFA and Virtual Stadium Baseball wimping out with a mere six players). At first the game is quite good fun, despite the basic graphics, however its appeal soon wears thin. A lengthy list of problems include the fact unused tanks are simply left to clutter up the screen (there's no computer-controlled players), you only get a single screen to play on and not only is there no reward for winning - to play another game you actually have to reset back to the title screen. You can't help but feel it's something the programmers knocked up to amuse themselves without ever being given the time to properly finish it. Nevertheless, Kirin would have been far better advised to forget Perfect General and concentrate on this. As it is, we remain desperate to get our hands on Sanyo's 3DO Bomberman clone, *Taiketsu-Rumiz*.

"Grim persistence makes the game easier and most scenarios are commendably brief, but still remain solidly unenjoyable... the better you get at the game, the more annoying becomes the 8bit graphics..."



interface sabotages any such intentions. In true boardgame style, turns are split into numerous phases, separating artillery plotting and firing, two types of direct fire, various types of movement and scoring. Combine this with a painfully unintuitive control system and you've got a very glum reviewer indeed. One particularly wonderful touch is how most weapons automatically suggest a target, encouraging you to quickly click for them to fire - except that artillery tends to automatically (and occasionally disastrously) target itself. The massively more sophisticated *Panzer General* is far easier to get into, demolishing the

whole point of this sad effort. Grim persistence makes the game somewhat easier and most scenarios are commendably brief - a sharp contrast to *Panzer General's* epic challenge - but it still remains stolidly unenjoyable. The better you get at the game, the more annoying becomes the 8bit graphics, the clumsiness of the controls and the limited gameplay. Ignoring the fact its presentation destroys any sense of realism, ingame action is far too simplistic to be involving. Missions typically revolve around holding various targets, usually cities or forts, with victory points mounting for each turn you hold them. Achieving these objectives

with the few unit types at your disposal is distinctly uninvolving. There just isn't that much to think about. On the PC, games like *X-Com* and *Command & Conquer* have succeeded in presenting compulsive, graphically appealing action while still requiring serious strategic thinking. Closer to home, *Space Hulk* and even *Cannon Fodder* illustrate how games which make your brain work can also appeal to beginners, and get adrenaline pumping overtime. This sad release is 'perfect' only in its illustration of what not to do. □ ssw

3DO Magazine rating: ★★



Defcon 5

Corporate corruption, political subterfuge and rampant paranoia: **Defcon 5** owes much to Bullfrog's legendary *Syndicate*, but Millennium's opus flings the player far away from the claustrophobic human jungle of a future planet earth, to a deserted moon a million miles away...

Defcon 5

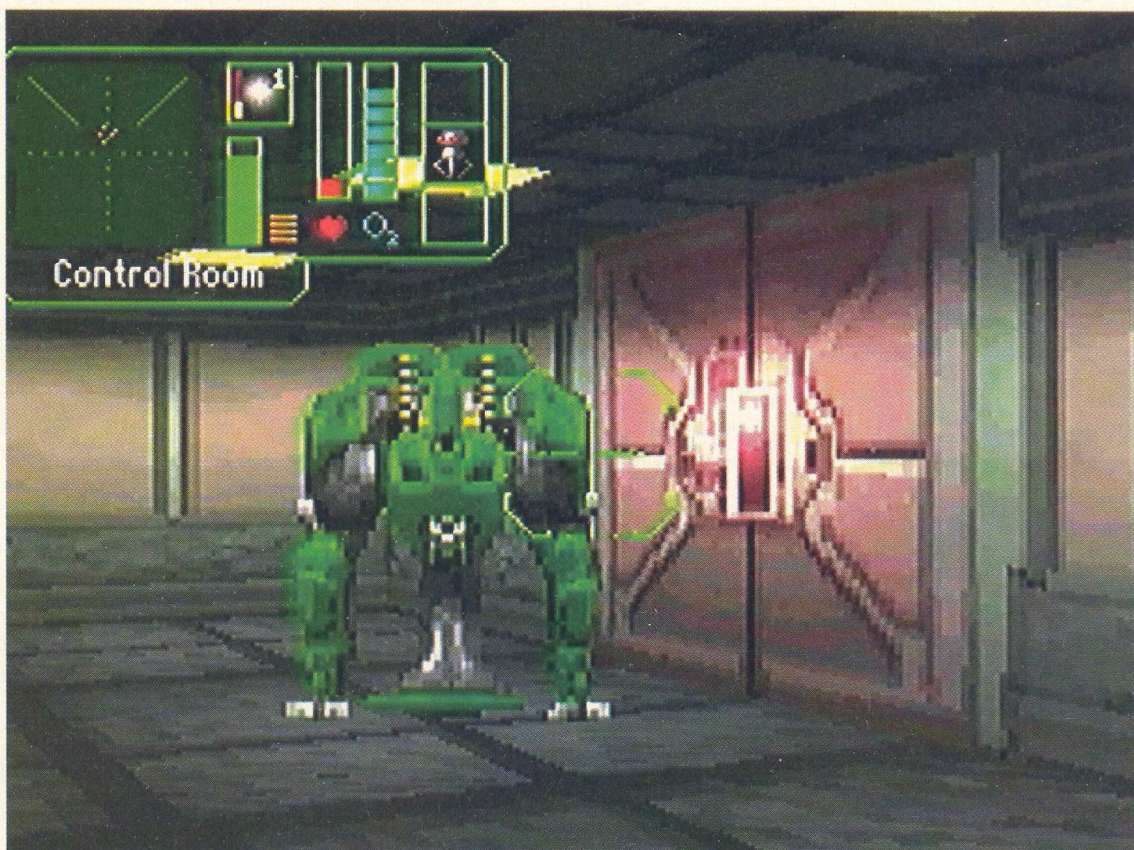
Publisher: GoldStar/Gametek
© 01753 553445

Developer: Millennium
Save Game: 6 Save slots

Price: £39.99

Available: Now

A Berserker has breached the control room, which is very bad news. Get over-excited with your blaster and you'll pollute the atmosphere; run away and your primary VOS interface is lost. If you've got the PAD enabling access to defence droids, now might be the time...



The sublime intro has you leaving your mothership to skim the grim mining colony, MRP-6F, before being swallowed by the depths of the complex. Cue alien attack, cue panic.

For 200 years, the Tyron Corporation has invested vast quantities of taxpayers money developing a high tech, solar system defence programme in anticipation of alien attack. By 2204, however, there's understandable public concern that Tyron's expensive hardware is irrelevant – there's been no evidence of alien intelligence whatsoever, so who the hell are Tyron protecting everyone from? In a humiliating climb down, Tyron has been forced to slash budgets and reprogram all defence systems to operate as cheap, unmanned installations. As a Tyron cybeneer, it's your job to travel to the deserted mining planet, MRP-6F, and install the new defence software.

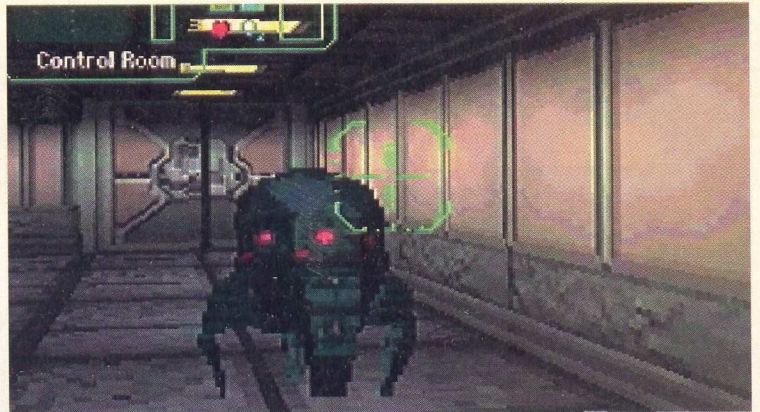
After two centuries vainly awaiting little green men, it's something of a surprise (and coincidence) that the aliens choose to arrive just as the Tyron cutbacks start. The (distinctly green) Berserkers swoop over your mining station, hammering it with lasers and launching land attacks, moments after your shuttle lands. Installing the software to get the base up and running becomes immediately more urgent, and the first step is locating the central VOS (Voice Operating System) that allows you to interface with the defence systems.

The mining complex is huge, miles of smoothly scrolling corridors, lifts and railcar Limos which circle around the perimeter – the latter depicted by FMV

cutaways that add to the ambience of total isolation. The only human voice is synthetic, VOS dispassionately offering limited advice and updates on the intruders' progress. The clinical female tones are reminiscent of Alien's Mother or 2001's HAL – a good device for accelerating panic, whilst simultaneously providing vital information. The aliens themselves are visually disappointing, lumbering mechanoids which can easily be dispatched if you spot them by your blaster. Unfortunately, they have a habit of creeping up behind you or co-operating to develop nasty kill zones. To stop them getting that far, your first priority is to activate the external laser turrets and blast apart their landing ships.



“Strategy/sci-fi buffs should get a real kick out of *Defcon 5*, despite the graphical rough edges and dodgy control system... it’s easy to look past occasional inadequacies to appreciate the great game design at its core...”



Top left, a wandering blue Berserker is targeted. Above, one of your own combat droids stands guard. Left, stocking up on missiles.



Far left, dispatching robots. Left, the welcoming face of VOS. Above, another PAD is found, offering deeper access to the base’s software.



Find the PAD (Personal Access Disc) which contains all the security codes, slip it into a VOS terminal, and the heart of the game opens. Through an icon driven menu, you can arm the gun turrets and even program them to automatically attack intruders. Limos allow passage to each turret if you want to bypass VOS, essential if software fails (don’t be surprised). Droid Control lets you dispatch Combat and Reconnaissance droids to blast Berserkers and investigate alien crash sites respectively. Environmental Control may sound boring, but it’s crucial if you’re to traverse the base: laserfire pollutes combat areas – causing them to seal and block your passage. If you think you’ve time, an Archive facility allows research into the history of the Tyron Corporation – there are dark secrets to uncover which could help explain persistent system failures. As it happens, escape systems are particularly prone to fatal malfunctions...

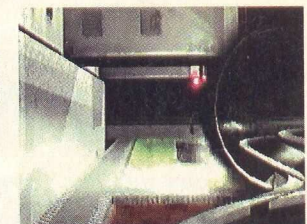
Despite the nods to *Doom* and *Space Hulk*, *Defcon 5* is a unique game. Its core is learning to use and maintain the

VOS, with the arcade elements being almost irrelevant. This is as well, as the 3D engine isn’t pushed enough to provide many thrills with bitmappy, lumbering Berserker droids, and visually uninspired shooting action from the gun towers as well. *Defcon’s* success is in a strategic game absorbing enough to compensate for the arcade flaws. Collecting the scattered PADs is highly rewarding, each offering another layer of interaction with the VOS.

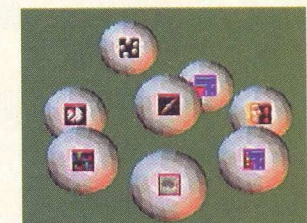
Once you get the droid deployment PAD, the game really gets into gear, allowing you to send robots to guard sensitive areas whilst whipping back and to between various VOS consoles – struggling to maintain the base as best you can. It’s this multi-tasking that makes *Defcon* so unusual, with play soon becoming compulsive as you get backed into corners by Berserkers – no ammo left and a gun turret that desperately needs repairing only a Limo ride away. Certainly, there’s no one way to play the game, and with several nasty surprises tucked away for those prepared to overcome initial confusion,

Defcon rewards long term play. Strategy/sci-fi buffs should get a real kick out of *Defcon 5*, despite the graphical rough edges and dodgy control system (which is stupidly unforgiving in tight corridors). Since so much of the tension is derived from the atmosphere, a more varied, better rendered 3D environment would have been appreciated, while the speed and smoothness of the 3D engine only partially compensates for bland, jagged rooms that lack the visual allure of *Space Hulk*. That said, with headphones on to soak up the great ambient music and paranoid atmosphere, it’s easy to look past *Defcon 5’s* occasional inadequacies to appreciate the great game design at its core. Committed gamers who invest the time to meld with this environment should find the adventure rewarding... however casual gamers may feel swindled by the inadequate arcade games and initially baffling strategy component. *Defcon 5* demands attention and experimentation few will be prepared to invest. □ mcw

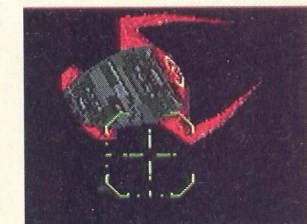
3DO Magazine rating: ★★★★★



An FMV limo ride shows views of hydroponic gardens and barren wastelands beneath the complex.



The initially confusing VOS interface. Rotate left and right to highlight a function. Below, external action from a turret.



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Plus: M2 IronBlood previewed

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From time to time, Paragon send out news about exciting new products and opportunities that are of interest to readers. Do you wish to receive such information?
Yes No

System Codes

The return of our section devoted to codes and cheats for all your 3DO software

BATTLESPORT

While undoubtedly one of 3DO's best games to date, a poor demo version and superficial reviews from most multi-format magazines have led many people to pass over this brilliantly playable future sports game. One of the reasons it was so heavily delayed was the desire to pack in lots and lots of wonderful cheats... To use these codes, the first of many, you have to enter them on the first title screen with the main game options.

Play Against Kubo: Left, Left-Shift + C, B, A, Left-Shift + A, Left-Shift + Right.

Secret Invader Tank: Right-Shift + B, C, Left-Shift + Right, A, Left-Shift + A, Left-Shift + B, Right-Shift + Right.

BLADE FORCE

Bill Budge's 3D engine offered awesome speed and detail, but the game itself met a mixed reaction due mainly to the sheer size and difficulty of its levels. Hopefully these cheats will reawake interest in a demanding, but still very enjoyable mega-game.

To jump to any mission, start a new game then simply enter the appropriate code as your name.

Training Mission: **YTMHNPA**

Mission 1: **YTMHNPB**

Mission 2: **YTMHNPC**

Mission 3: **YTMHNPD**

Mission 4: **YTMHNPE**

Mission 5: **YTMHNPF**

Mission 6: **YTMHNP**

Mission 7: **YTMHNPG**

Bonus Mission: **YTMHNPH**

Mission Editor

After inputting one of the above codes, you can use this mission editor. Below are the control options:

Cycle Through Options: B.

Execute Option: C.

Play Mission: X.

Display Editor Screen: P.

DOOM

ADL's 3DO *Doom* conversion has generated endless controversy, not least for its 'full-screen' mode which requires a

cheat to be even partially true and a stubborn inability to save your weapons' status. The below tips are variations on the original PC cheats and use an oddball code system: U, D, L and R = Up, Down, Left and Right on D-pad. A, B and C refer to the normal joypad buttons, while S = Left Shift and E = Right Shift. To enter these codes, you must be in the Auto-Map mode and the game must not be paused. If the cheat has been input correctly, you'll hear an explosion sound.

SEERUBBLE = See all things in the map.

URABADASS = God mode.

ALABARACA = All weapons and 500 ammo.

SUCCEDALL = Level access. [Restart *Doom* and you can now select any level to play.]

URSURREAL = Two more larger screen sizes to make a total of six. Even on a NTSC machine, there's still horizontal borders while PAL users suffer vertical ones as well.

FOES OF ALI

After Tyson's demolition of Bruno, why not see if you could do any better against a rather more graceful fighter... During a fight, press LS+RS+C to access the **cheat menu**.

AI on/off for either boxer: AIAT or AIBT.

Crowd on/off: CROWD. [Removing the crowd ups the framerate slightly.]

Speed up: ZIPPY./speed.

Ivan Prebeg Pic: PREBEG. [European Middle-Heavyweight Champ, June 1969, and uncle of programmer Misho Katiculic.]

Programming Team Pic: TEAM.

For some sneaky **Low Blows**, press diagonally down and right/left with A or B to hit your opponent where it really hurts. Be ready for the ref and crowd to yell at you!

Tactics

On the Internet, *Foes Of Ali* has been a resounding hit with boxing fanatics.

Novices are best advised to start with

the game in **two-player mode**. It's a lot easier to learn the proper distances for all the various punches when you don't have to dodge incoming punches! Since the opposing player isn't throwing any punches, his energy resources will take time to deplete (especially with Cooper), giving you plenty of time to practice.

The life bars are a lot more useful than the repetitive commentary you get with TV camera mode. The advice tends to be rather belated, you'll start working the body and five seconds later you'll hear "He's gotta work the body - work the body!" The audio seems mainly to provide that big fight atmosphere, which it does brilliantly, rather than tips.

To really play this game right, you have to **move**. Do exactly what Ali did. Watch your opponent and lay one when his guard drops or he looks open. Don't go for a KO in a first or second round.

Avoid getting punched until you warm up in the first round, there is a serious chance you'll get knocked out! Learn to **duck and sway**. It helps when you're getting pounded up close. If you do get close and your opponent starts to pummel you, start to throw uppercuts and then move back (especially with guys like Norton). If you get knocked down you become slower and weaker. My advice would be to move to the left and throw a hook while doing so.

Two words: **punch range**. If you stand right next to the opponent, your punches do not have an effective momentum (except for uppercuts and clinches). You'll just waste precious energy. Take a step back from the closest position. That's where the punch range is.

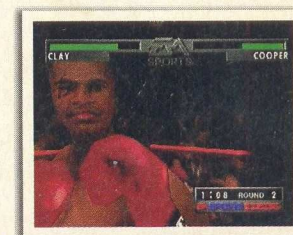
If you get knocked down, you become slower and weaker. Run around, try your hardest to avoid punches and fight defensively until the round ends. You'll recover your energy in the next round so you can continue the offence. Otherwise you'll never recover, you'll get slow and end up face down on the mat. If you happen to



Bash Kubo and find an extra tank in *BattleSport*.



Kick butt in *Doom*.



Tactics galore for *Foes Of Ali*.



Skip and fart in *PO'ed*.



Find the lost levels in *Gex*.

continued over >

and confessions of mental illness – we need more letters like this!

Well, perhaps not. From the top, news of Sony's licensing of PSX games to Sega indicates the days of exclusive software are numbered, however we certainly got the games you list a year or more before rival systems. Speaking of which, U64 carts will initially be 8MBs, not 500. Nintendo have spoken about software compression, but realistically speaking that means at most a quadrupling of capacity. Also, compression software exerts a cost – remember the cart-based Jaguar with its 'decompressing, please wait' messages on *Doom*? Carts are the main reason Nintendo's third-party support is so restricted. Most companies aren't prepared to take the financial risk. It's estimated the machine may have as few as 15 games in its first year of release. Also, DVD has a minimum of seven times the capacity of conventional CDs not twice. As for 3DO, it did get a massive amount of software house interest, but sadly many failed to follow up on their licensing deals.

Finally, apologies for *FIFA* and we expect our 20% cut in the post!

Firstly I would like to say well done on producing an informative and 'informed' publication. I look forward to each issue with anticipation, having based most of my software purchases on your (up to now) astute judgement. Games such as *PO'ed*, *Killing Time*, *Space Hulk*, *WCIII* to name but a few proving to be the top titles your reviews suggested.

Having previously owned a Sega Mega Drive and SNES in the past, to me they now seem very 8bit compared to the power of 3DO.

I recently swapped with a friend for an night who owned a PlayStation – curious to see what all the fuss was about and how it compared to 3DO. The answer was about how I had imagined it to be. The PlayStation came nowhere near to topping the depth and quality of games on 3DO. *Ridge Racer I* thought was shallow and not particularly strong on gameplay. *Need For Speed* completely trounces it! I liked *Toh Shin Den*, but if I owned it would soon see through its graphics (fancy as they are) for the rather hollow game it is.

I, like many 3DO owners (clever peeps) look forward to M2 and all its possibilities and hope they don't make it expensive. One thing we players don't like is being 'ripped off'. So be aware 3DO/Matsushita when you price the thing, okay! **Paul Cattel, Stone, Staffs.**

At the cost of half a billion dollars to launch 3DO I at a disastrous \$699, no-one could be more aware 3DO is pretty much the maximum for a console!

Firstly well done for an excellent mag. Paying £6 for a mag devoted to 3DO is better than paying £3 for a multi-format mag that has maybe one or two game reviews.

2) My local 3DO distributor has told me that they have been informed that M2 will only be available in a stand-alone machine, not an add-on. Have you any news about this? **Last we heard, Matsushita had firmly committed to an add-on. This might turn out to be for Japan and**

America, not Europe, but no decision has been made yet. If a PAL upgrade isn't released, Panasonic will probably offer 3DO 1 owners a complete standalone M2 for the price of an upgrade unit. Rest assured, Matsushita are totally committed to supporting existing 3DO users.

3) Please can we see review marks in percentages rather than stars... Nope.

4) Your recent review for *PO'ed* gave it 5 stars, yet in one multiformat magazine *PO'ed* was awarded 21% and one star in another. Why is there such a big difference in results? Incompetence. There's a considerable element of personal taste and sheer opinion in reviewing, which is why we refuse to indulge in the pseudo-accuracy of percentages, but there are limits – especially when reviews are riddled with factual inaccuracies. Given that the market is considerably smaller than its heyday, most magazines are understaffed and multi-formats generally rely on dedicated magazines to supply freelance reviews for specific consoles. Since only Paragon has a 3DO magazine, other publishers' multiformat magazines lack this facility and generally don't spend an adequate amount of time on the reviews. This hurts 3DO games particularly badly, as they've got a lot more sophisticated and demand a lot of work to decide how good (or bad) they really are. It's typical of this approach that *Blade Force* – which looks very impressive, but lacks variety over the longer term – is rated more highly than considerably more sophisticated games such as *PO'ed* and *Killing Time*. There also seems to a UK bias against 3DO. While one respected UK magazine dismissed *BattleSport* as a Mega Drive title not worth properly reviewing, its US sister magazine gave it five out of five, raving over it as one of the best games of the year. While we're certainly not perfect ourselves, at least we can promise we play every 3DO game in considerable depth.

5) In your 'Coming Soon' section can you be a bit more detailed about possible release dates of games. In *3DO/2 PGA Tour* was due 'soon' but in fact I had to wait ten months until it was released. In *3DO/8 3DO Baseball* is shown, but when speaking to 3DO Europe they say no decision has been made whether to release it in the UK. We are trying to improve here, but there's little we can do when software companies are themselves unsure of release dates. Unlike PlayStation or Saturn titles, which come months after the US or Japanese version, US 3DO titles appear mere weeks later in the UK – and British PR companies often find it difficult to know what American partners are up to until the last minute. As for *3DO Baseball*, it's still in development but we now hear it's likely to be released in late '96. Even if the UK office decide not to release it officially, the 3DO import scene means it will still become available. Not only do independents import titles, but chains like HMV frequently handle US games as well.

Finally, I was a bit disappointed that 16 pages of a 68-page magazine were wasted on *Space Hulk* maps. You could have made them at least half the size! **Mark Holt, Ossett, W. Yorkshire.**

Playing tips are popular with a lot of people and *Space Hulk* is without doubt one of the toughest, as well as one of the best, 3DO games yet. Of course, some times the tips won't be for a game you own – but hopefully the tips will make you reconsider the title and, of course, maybe next month it'll be a game you're stuck on! As for the size of the maps, as it was we were losing some detail – such as the types of door – and most players would wish we had space for more help on this monster challenge!

First of all, I'm a happy FZ-10 owner with 20 US and Japanese games. Thanks to 3DO that I don't need any adaptors or anything to play 3DO foreign CDs. Also, I thank you guys who were behind the demo CD and 'Highly Recommended' seal of the 3DO Magazine.

Now I'll tell you some of the rumours I've been hearing here, some good and some bad, but most of them are bad ones. The bad ones first: 3DO can't handle such games as *Virtua Fighter* or *Ridge Racer* because its CPU is running at 12.5 MHz, so it's no match for Saturn (28.7 MHz) or PlayStation (33.6 MHz). So 3DO is just a bit more powerful than SNES (16bit). After working on a SNES magazine for over a year, I have absolutely no doubt 3DO represented an awesome leap. A 32bit RISC CPU instead of a CISC, quasi 8bit CPU. 3MB of RAM rather than 128K. 650MB CDs rather than overpriced, 8MB (at most) carts. CD streamed sound, 16.7 million colours... the list is endless. Sure, PlayStation and Saturn have some advantages over 3DO, but in some ways they're actually inferior (see *3DO/9* news). Well, I've got an answer for this – M2 is coming. But there is a but... that the current M2 CPU is running at 55 MHz rather than 66 MHz. Sega is also producing an upgrade machine which is called 'the ellipse on ellipse' and it will change Saturn to 64bit and it'll be stronger than M2. Also, Nintendo promise U64 fans that it will beat M2 3DO in the software section.

While clock speed is important, it's only part of the equation. Ultra64 will run at 100MHz, but its overall specs in things such as polygon generation are considerably inferior to M2. In any case, you'll be glad to know M2 is now up to its spec speed of 66MHz. As for games, Ultra64 will have a brilliant array of games – mostly from Nintendo – at launch just as the SNES did. After that, the high cost, thin profit margins and massive inventory risk will thin out third party support and innovation just as it did on SNES. For a truly diverse range of huge games, only CD (or DVD) is a viable medium. As for 'ellipse on ellipse', Sega themselves have denied it and the only future Sega machine given any serious credence is M2.

Now the good rumours... Fifteen solid games and recent arcade hits will be released with M2. Williams is working on a 'Toh Shin Den killer'. Also, Capcom is making a Mega-Man or a Mega-Man clone for M2 and also Capcom is making full use of M2 for the first *Street Fighter III* which may be a huge hit Most of the people behind PSX who are software engineers, are working for M2 titles rather than PSX. Hope these rumours are true.

Well, now I've some complaints...

1) Why the hell is *Mortal Kombat 3* coming out so late on 3DO? It's way too old. Or, will it be a new one like *Primal Rage* version 2.3!! Part of Sony's deal with Williams was that the PlayStation version be exclusive for six months or so. However, the 3DO version will be based on *Ultimate Mortal Kombat* with extra characters, moves and backgrounds.

2) Why have ultra-boring 16bit games been converted to 3DO? Also, dull PC and Mega-CD conversions such as *Rebel Assault*, *Jammit*, *Dragon's Lair*, *Family Feud* etc. 3DO offers an open licensing system so that if you pay the necessary fees, you can do pretty much anything as long as it passes 3DO's quality control for bugs. This has allowed some weak conversions, and adult-oriented products such as *Vivid Interactive's* titles, which wouldn't be allowed on rival systems. However, it also gives developers freedom to come up with imaginative titles such as *Star Fighter*. Sony, by contrast, exerts tight control over what is released, when it's released and what's in the game – which many developers find very restrictive and unfair. It's also no guarantee of quality gameplay, as the appalling *Destruction Derby* (PSX), *Pinball Gladiators* (Saturn), *King Bowling* (PSX), *James Bond Jr.* (SNES) etc prove.

Now some simple questions: 1) Why aren't Namco and Konami producing 3DO games? They are. Namco produced *StarBlade* for Panasonic and Konami spent millions on Japanese mega-epic *Policecants*. Hopefully, they'll support M2 with rather more titles. 2) *Corpse Killer*, *Supreme Warrior* and *Slam City* are Digital Pictures titles, not Acclaim... As far as I know they're working for M2 at present with *Batman Forever*. So please tell me why you're saying Acclaim is making these titles for 3DO?!

While Digital Pictures publish titles themselves in America, in the UK they've sold the rights to Acclaim. 3) What is the price of M2? (If it's £129 or more, forget it.) £129 for the world's hottest videogames system with 4MB of SDRAM and built-in MPEG? £200 is a more realistic price for the upgrade. Remember, the inferior Nintendo64 will be at least £250. 4) Will MK and MKII be released for 3DO on one CD? (I ask this since I got *Alone In The Dark* free with the *Alone 2* game on one CD.) The *Alone* offer was sadly restricted to Interplay's US version. As for *Mortal Kombat*, the new version so thoroughly overhauls its prequels I doubt anyone will bother converting them.

See man, I'm 100% 3DO fan. Also, there are fans of 3DO in South Asia too. As a 3DO owner I feel great because it'll be stronger than Ultra64, soon. Now will you do me a favour – are there any codes for *Immercenary*. Yep: To boost your DOA ratings, during the game press: RS, RS, LS, A, C, B, Right Left, LS. While holding Stop press A to increase Defense, B to increase Offense, and C to increase Agility.

Please keep up the good work and M2 will rule! **Syed Aziz, Auckland, New Zealand.** □ ssw

Is it worth investing in either *SSFIIX* or *Samurai Shodown* with just my five-button pads, because you obviously can't complete some moves with them. **Michael Whittaker, Huntingdon, Cambs.**

SSFIIX uses the Pause button as a sixth main button, which is an awkward but workable compromise. SNK's beat-'em-ups, by contrast, are designed for a three-button pad and work fine with a standard pad – as the *Samurai Shodown* society would doubtlessly testify!

I was interested in the format of a 3DO CD, *Hell* in particular, so I was looking at the data on the CD at a raw level. It was, of course, very boring until I discovered that every spare bit of space on the CD was filled up with the text 'I AM A DUCK'. What the Hell (geddit) is this for? Perhaps the makers of the game could tell us? Is it a secret code? Or is it plain silly? Does anyone out there know what it means or what it is for? I'd love to know.

Richard Tracey, Horsea, N. Humberide.
P.S. If anyone does know anything then can they email me on **richard-tracey@metnet.demon.co.uk.**



3DO Doom. Causing controversy.



The brilliant PO'ed. Why so many wildly diverging scores asks Mark Holt.



Ultimate Mortal Kombat 3. What's the delay, Syed Aziz wants to know.

3DO Magazine

<http://www.paragon.co.uk>



Software Directory

The essential update to every review from 3DO Magazine issues one to nine

3D ATLAS

Electronic Arts, TBA
A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, simply excellent edutainment.
issue 2, Rating: ★★★★★

ALONE IN THE DARK
Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, it well worth a look.
issue 1, Rating: ★★★★★

ALONE IN THE DARK 2
Infogrames, £39.99

A considerable advance over the original in terms of graphics, violence and size, but slowdown makes a very tough game even more demanding. Newcomers should definitely start with the original, but both games demand almost all the 3DO's NVRAM.
issue 8, Rating: ★★★★★

ANOTHER WORLD
Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tamper with the game's fundamentals, but adds 256 colours to freshen up the visuals.
issue 1, Rating: ★★★

BALLZ
BMG, £39.99

While the fighters are made of just a few balls, they turn out to be brilliantly animated characters. Combat is in full 3D with plenty of imaginative moves. Although not as precise or satisfying as *SFII*, it's highly original, very playable and totally hilarious.
issue 6, Rating: ★★★

BATTLE CHESS
Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.
issue 1, Rating: ★★

BATTLESPORT

Studio 3DO, £49.99
Quite simply one of the best two-player games ever. The splitscreen action is blisteringly fast, with masses of weaponry and power-ups adding plenty of spice to 3D, goal-scoring action. 50+ levels and tough, varied opponents mean one-player action is brilliant too. The prospect of an M2 sequel is awesome...
issue 6, Rating: ★★★★★

BC RACERS
GoldStar/Gametek, £39.99

A prehistoric race game in every sense of the word. A multitude of tracks, a splitscreen two-player mode and cartoon graphics can't disguise appalling playability.
issue 9, Rating: ★

BLADEFORCE
Studio 3DO, £44.99

A bravura demonstration of fast, detailed 3D in which the environment is the star. Huge, fabulously detailed, heavily defended landscapes provide a considerable challenge with each level taking about an hour to complete. One for hardened, tactically-minded blast-'em-up fans.
issue 7, Rating: ★★★★★

BRAINDEAD 13
Entertainment International, £44.99

Three CDs are jampacked with gobs-macking cartoon graphics in an extremely funny and challenging FMV extravaganza. Older players will soon tire of its limitations, but youngsters will love the graphics and the non-linear gameplay is surprisingly sophisticated for this genre.
issue 9, Rating: ★★★

BURNING SOLDIER
Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player mode provide limited compensation.
issue 1, Rating: ★★

CANNON FODDER
Virgin, £44.99

The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of enemies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.
issue 3, Rating: ★★★★★

CAPTAIN QUAZAR
Studio 3DO, £49.99

An incredibly fun, cartoon-styled mega-blast. One or two heroes must shoot their way through to capture three crimelords, each with their own personal planet consisting of huge, sprawling isometric levels. Absolutely everything can be blown to pieces with more mind-boggling explosions than a Warner Bros cartoon.
issue 6, Rating: ★★★★★

CRIME PATROL*
American Laser Games

The *Mad Dog II* formula is successfully applied to the considerably more violent scenario of modern day America. The sleazy strip joint scene is a PG classic, while gameplay is tough but fair.
issue 3, Rating: ★★★★★

CYBERIA
Interplay, £39.99

You play superspy Zak in a varied and ambitious FMV package including plenty of arcade action and brainteasing puzzles. Well presented with excellent music from Thomas Dolby, but ultimately rather repetitive and frustrating.
issue 9, Rating: ★★★

D
Panasonic, £39.99

A young woman arrives in Los Angeles to find a hospital massacre somehow connected to her father. Cut to a spooky house complete with chained up skeleton and ghoulish traps. The challenge may not be enormous in this two CD adventure, but the letterboxed FMV features some of the most stylish pre-rendered graphics yet seem. The sense of atmosphere is brilliantly conveyed and the puzzling gameplay is highly involving.
3DO Gold, Rating: ★★★★★

DAEDALUS ENCOUNTER, THE
Panasonic, £49.99

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and megababe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.
issue 5, Rating: ★★★★★

DEATHKEEP
SSI/Mindscape, £39.99

The 3D is some of the most sophisticated and fast yet seen in a *Doom*-style

game, but this *Slayer* sequel doesn't make things easy for you. It takes time to figure out the sprawling 3D mazes with no automap, especially as you must also fight lots of very tough, very vicious monsters. Magical effects, including the ability to fly and light-sourced fireballs, are highlights for those who persist in this intelligent, demanding game.
issue 8, Rating: ★★★

DEMOLITION MAN*
Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It makes for a very playable package with a tough challenge.
issue 2, Rating: ★★★★★

DOOM
Art Data Interactive, £39.99

A classic of run-and-shoot action is marred by slowdown and a poor save system. Veterans of the PC version won't find much to enjoy, but newcomers will find the addictive gameplay still survives despite the problems.
issue 8, Rating: ★★

DRAGON LORE
Mindscape, £39.99

A surprisingly atmospheric and enjoyable fantasy adventure. The FMV is crisp and sharp, featuring all manner of bizarre dragons, knights and monsters, while interaction is varied and imaginative – even including fun swordfights. The plot is ultimately linear and the puzzles often obscure, but it's an epic of its kind.
issue 9, Rating: ★★★★★

DRAGON'S LAIR
Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious.
issue 1, Rating: ★★

DRUG WARS*
American Laser Games, £44.99

The most lavishly produced ALG game yet with car crashes, exploding boats and even a runaway bus. Varied locations include a small Southern town, Chicago and South America. The sense of humour is still going strong,

CH Products' 3DO FlightStick Pro uses analog technology, so that the further, and faster you move the stick, the faster the game response. It also includes an additional, 'hat' four-way switch which is often very useful for games with lots of controls. The FlightStick is pricey, its RRP is £89.95, but check out small ads for special deals. Flight games, in particular, are transformed in feel and controllability with it.



The joystick will not work with games not coded for it, but most software houses support it now. Below is the current list of compatible games: *BladeForce*, *Flying Nightmares*, *Killing Time*, *MegaRace*, *Need For Speed*, *Operation JumpGate*, *PO'ed*, *Rebel Assault*, *Return Fire*, *Scramble Cobra*, *Shock Wave*, *Star Fighter*, *VR Stalker*, *Super Wing Commander*, *Wing Commander III*.



BattleSport, Studio 3DO



Captain Quazar, Studio 3DO



FIFA International Soccer, EA

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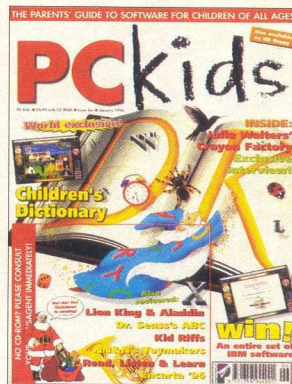
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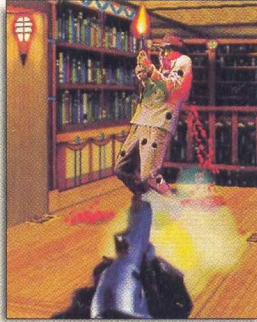
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- BattleSport
- BladeForce
- Burning Soldier
- Cannon Fodder
- Capitol Glazer
- D
- Daedalus Encounter
- Demillion Man
- Dragon's Lair
- Family Feud
- Off-World
- Interceptor
- Operation JumpGate
- Panzer General
- Patoank
- Powers Kingdom
- Quarantine
- Real Pinball
- Rebel Assault
- Reborn Fire
- Rise Of The Robots
- Road Rash
- Sansoul Shadow
- Scramble Cobra
- Jammit
- John Madden Football
- Killing Time
- Kingdom
- The Far Reaches
- Lost Eden
- Lost Files Of Sherlock Holmes
- Mazer
- MegaRace
- Monster Manor
- Myst
- Need For Speed
- Night Trap
- Off-World
- Operation JumpGate
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- Reborn Fire
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- Scramble Cobra
- Jammit
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- Commander
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Coming Soon

There's something for everyone with these upcoming 32bit titles and M2 games...

ACCLAIM

Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring (hurrah!) Yasmin Bleeth of Baywatch fame. [Soon]

Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

AMERICAN LASER GAMES

Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

Last Bounty Hunter, The

Apparently ALG's biggest production yet this has you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [Imminent]

Madison High

ALG's first title to be released for their new 'Her Interactive' division. [TBA]

McKenzie & Co

Yet more rapid-fire action. [Soon]

OrbAtak

An original, non-FMV game developed for the arcades using 3DO 1 technology. A home port should, therefore, be arcade perfect! [Early '96]

Shootout At Old Tucson

Speaks for itself really! [Soon]

ART DATA INTERACTIVE

Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

Doom II: Hell On Earth

Work has already begun on this much anticipated sequel. [TBA]

BMG

Loadstar

A stunning looking FMV blaster using simi-

lar technology to *Novastorm*. [Soon.]

Cadillacs & Dinosaurs

A conversion of the hit, cartoon-styled coin-op set in 600 years in the future. [Soon.]

Wingnut

A bizarre, humorous WWI airborne romp which includes such oddities as flying cows! [TBA]

ELECTRONIC ARTS

Virtual Stadium: Professional Baseball

FIFA's Virtual Stadium technology is adapted for America's favourite sport. [TBA]

NHL '96

The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [April]

Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from *WCIII* developers, Origin. [TBA]

Shredfest

Developed by *Road Rash*'s Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [TBA]

Wing Commander IV

Mark Hamill and the rest of the crew return for an even more extravagant installment of the epic space opera. [Autumn]

ELITE

OnSide

A comprehensive footie sim including a running commentary and management sim. [Imminent]

GOLDSTAR

Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

Fire Wolves

Yet another mystery project. What is it

about GoldStar and fire? [TBA]

INFOGRAMES

Alone In The Dark 3

The final installment. This time set in the Wild West (in a ghost town no less). [1996]

INTERPLAY

Caesar's World Of Gambling

The casino not the emperor plays host to games of chance. [November]

Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [Imminent]

Waterworld

The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [TBA]

JVC

Deadly Skies

An *Afterburner*-style shoot-'em-up. [Winter]

Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

PANASONIC

BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Soon]

C-Runner

An ambitious road racer with a variety of cars and tracks on offer. [Soon]

Cyberdillo

A wacky send-up of the *Doom* craze with a cybernetic armadillo armed with a plunger as the hero! [Soon]

Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Soon]

Isis

A puzzle-packed, *Myst*-style adventure only with more animation. [Soon]

Mortal Kombat III

MKII's hugely popular mix of gore, digi-



Madison High, ALG



The Last Bounty Hunter, ALG



LoadStar, BMG



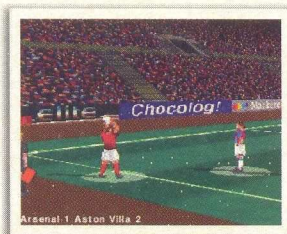
Wingnut, BMG



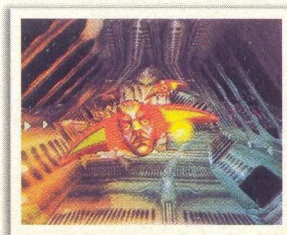
Prowler, Electronic Arts

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OnSide, Elite



Firewall, GoldStar

tised graphics and sophisticated combat moves is uprated with a total of 14 characters, animal transformations and even more moves. [Early '96]

Sword & Sorcery: Curse of Junin

A huge Japanese RPG currently being translated into English. [Spring]

Tetsujin II

An extravagant multimedia package which stylishly merges various games in an all-action sci-fi scenario. [Spring]

The Tower

An intriguing sim-style game with the running of a skyscraper being the principal objective. [TBA]

PONY CANYON

F1GP

An officially endorsed, Japanese F1 racing sim. [TBA]

RUNANDGUN!, INC

Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]

STUDIO 3DO

3DO Baseball

Undaunted by EA's imminent Virtual Stadium release 3DO are hard at work with their own sim. [TBA]

3DO Decathlon

Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

UNIVERSAL STUDIOS

Disrupter 7

Mark Cerny, of *Sonic 2* and *Way Of The Warrior* fame, heads up this much anticipated mega-game. A sci-fi riff on *Doom*, it features incredible graphics moving amazingly fast. 3DO themselves rate this very, very highly and expect it to be a 'killer app'. [Early '96]

US GOLD

Olympic Basketball

America's Dream Team is likely to be pick of the bunch in this eagerly anticipated title. [Early '96]

Olympic Soccer

Silicon Dreams believes they can beat *FIFA Soccer* and their game engine is already

very slick. [Early '96]

Olympic Games: Track & Field I & II

Such is the importance – and cost! – of the Olympics licence there will be two multi-game sports releases. Once again, early reports are encouraging with a 3D fencing game earning raves from those who've seen it. [Early '96]

VIRGIN

Creature Shock

An imaginatively varied, science fiction themed FMV blast-'em-up with alternating tunnel and shoot-'em-up sequences. [Imminent]

Heart Of Darkness

Another World for the 32-bit, 3DO dominated next generation, first impressions suggest a stunning looking game. [1996]

11th Hour

The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on the PC) has been put back several times now which suggests that Virgin want it to be something rather special when it's released later this year. A CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate upon release. [TBA] □ ssw

3DO Magazine

M2

INTERPLAY

Descent

Doom with a spaceship rather than a shotgun armed psycho. It's likely to be significantly enhanced over the PC game.

Clayfighter III

Likely to be one of the first M2 releases, this should take beat-'em-up claymation action to new heights.

Iron Blood.

This is an intriguing project by Take 2, the development team behind *Hell: A Cyberpunk Adventure*.

VR Sports

This isn't a game but a new Interplay brand-name for a series of sports sims which will be appearing on M2. Games so far announced include *American Football*, *Baseball*, *Golf* and *Soccer*.

KONAMI

The alliance with MEI over M2 coin-ops should ensure some awesome conversions to the home console.

SPECTRUM HOLOBYTE

Top Gun

A flight-sim for the 64bit generation. After lead development on PC, this is due for conversion to Nintendo64 and M2.

STUDIO 3DO

M2 Racing

A Formula One racer developed from the M2 racing demo.

Dungeon Game

Doom-type arcade-adventure

BattleSport 2

Cyclone are known to be very keen to do an M2 version of their 3DO I mega-hit.

Return Fire 2

The two-player arcade-strategy game was such a huge hit, this is likely to be one of the first M2 games to appear.

Starfighter 64

An M2 version of the superb futuristic flight sim is under consideration, although it could be dropped in favour of a *Deathrace 2000*-style blast-'em-up race game.

SSI

While no project have been confirmed as yet, the company president recently went on record to claim M2 'blew away' all compe-

dition. Currently under consideration are *DeathKeep 2*, *Star General* (the *Panzer General* sequel) and *Necrodome* (a PC racing blast-'em-up.)

UNIVERSAL STUDIOS

Disrupter 7

Although still unfinished, the 3DO I version is regarded as so awesome an M2 sequel is regarded as virtually inevitable.

WARP

D2

This is already being advertised in Japan and will use M2's MPEG chip for razor-sharp, pre-rendered graphics in a supremely atmospheric adventure.

WILLIAMS

The *Mortal Kombat III* deal with Panasonic is known to be just part of a broader agreement for other coin-op conversions and possibly original titles. Texture-mapped, digitised, motion-captured totally 3D mega beat-'em-up *War Gods* currently heads the list of possible candidates for M2. It's also rumoured Williams may adopt M2 for their arcade hardware.

Coming Soon In

3DO • 11

On the 30th of May expect another utterly amazing issue, jam-packed with the latest M2 news, a full ECTS report, plenty of reviews (including the world's best baseball sim) and tons of playing tips – including comprehensive tips for Studio 3DO's epic space opera: *Starfighter...*

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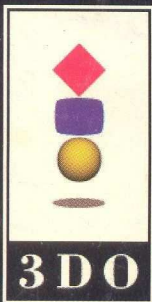
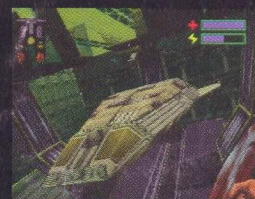
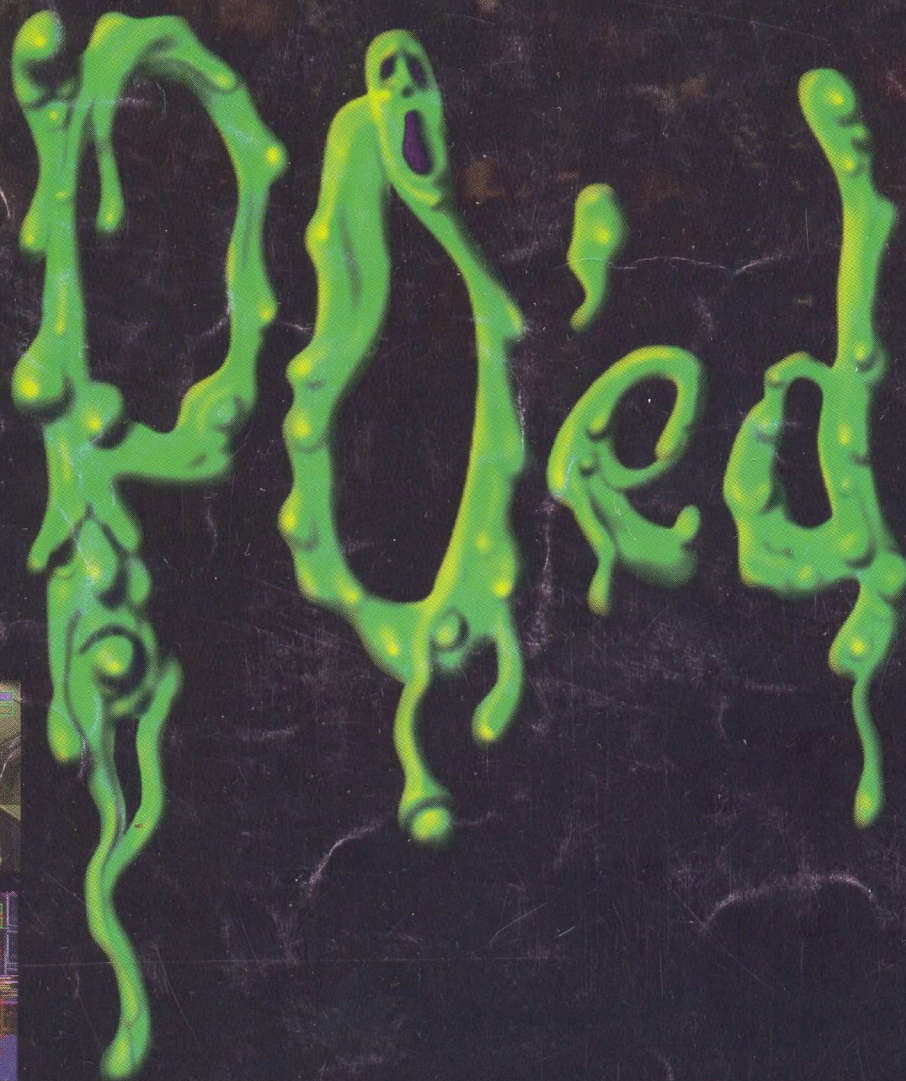
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